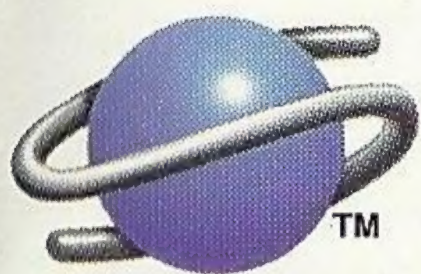


SEGA®



®

SEGA SATURN

81066

QUAKE®



TM



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# WARNINGS

## Read Before Using Your Sega Video Game System

### **EPILEPSY WARNING**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns of flashing lights. Exposure to certain patterns or backgrounds on television screens while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game - dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsions - IMMEDIATELY discontinue use and consult your physician before resuming play.

### **PROJECTION TELEVISION WARNING**

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

### **HANDLING YOUR COMPACT DISC**

- ☐ The Sega Saturn compact disc is intended for use exclusively on the Sega Saturn System.
- ☐ Avoid bending the disc. Do not touch, smudge or scratch its surface.
- ☐ Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- ☐ Always store the disc in its protective case.

### **SEGA SATURN VIDEO GAME USE**

This CD-ROM can only be used with the Sega Saturn System. Do not attempt to play this CD-ROM on any other CD player; doing so may damage the headphones and speakers. This game is licensed by SEGA for home play on the Sega Saturn System only. Unauthorized copying, reproduction, rental, public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

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email: [webmaster@sega.com](mailto:webmaster@sega.com)  
CompuServe: GO SEGA

## STRATEGY GUIDES

For the ultimate in insider gameplay information, Sega offers Strategy Guides for the hottest Sega titles, containing complete walk-throughs, strategies, secrets and codes. To order, call **1-888-SEGA-SALES**, visit the Sega Store @ <http://www.sega.com>, or order directly from a 900 gameplay counselor.

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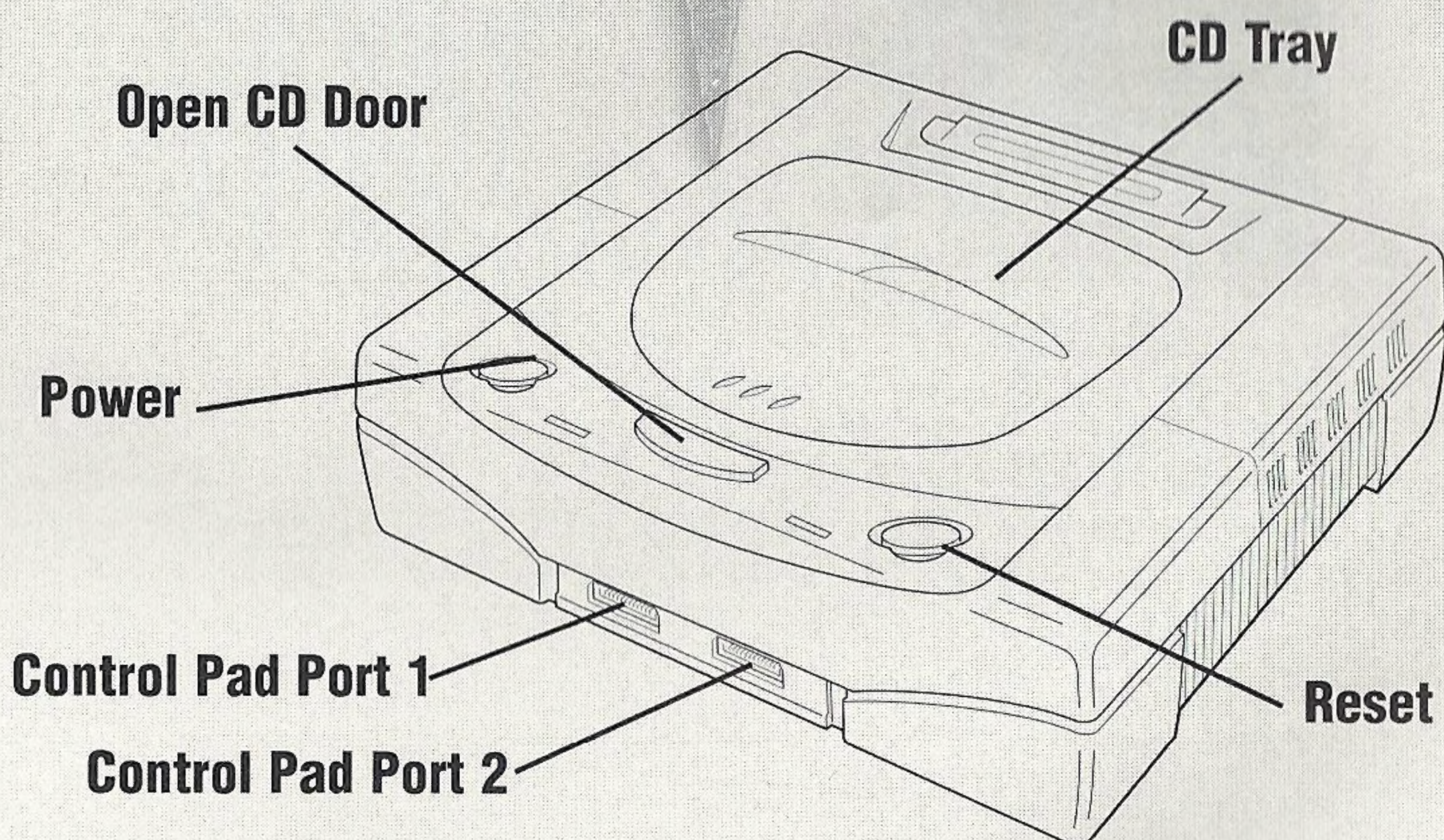
E



# GETTING STARTED

1. Set up your Sega Saturn™ System as described in its instruction manual. Plug in Control Pad.
2. Make sure the power is off, then insert this CD-ROM into the Saturn Console.
3. Turn the power switch on. In a few moments the title screen will appear.
4. Press the START Button on the Saturn Control Pad to advance past the title sequence and begin play.
5. If the title screen doesn't appear, turn the power switch off. Make sure your system is set up correctly and the CD-ROM is properly inserted. Then turn the power switch on.

**Important:** Your Sega Saturn CD contains a security code that allows the disc to be read. Be sure to keep the disc clean and handle it carefully. If your Sega Saturn system has trouble reading the disc, remove the disc and wipe it carefully, starting from the center of the disc and wiping straight out toward the edge.





## COME HOME A HERO — OR DON'T COME HOME AT ALL!

It's called Quake.

And whoever or whatever it is, this unstable mercenary is using his own Slipgate device to penetrate our military complex with mutated death squads. Death squads programmed to slaughter, steal, kidnap...do whatever it takes to thwart our government's plans to utilize our long-awaited and much heralded Slipgate device.

Operation Counterstrike is now in effect. And you — the only known surviving humanoid in this complex — must bring down this shaky servant of evil before his minions gain total domination over our forces, and the human race as a whole.

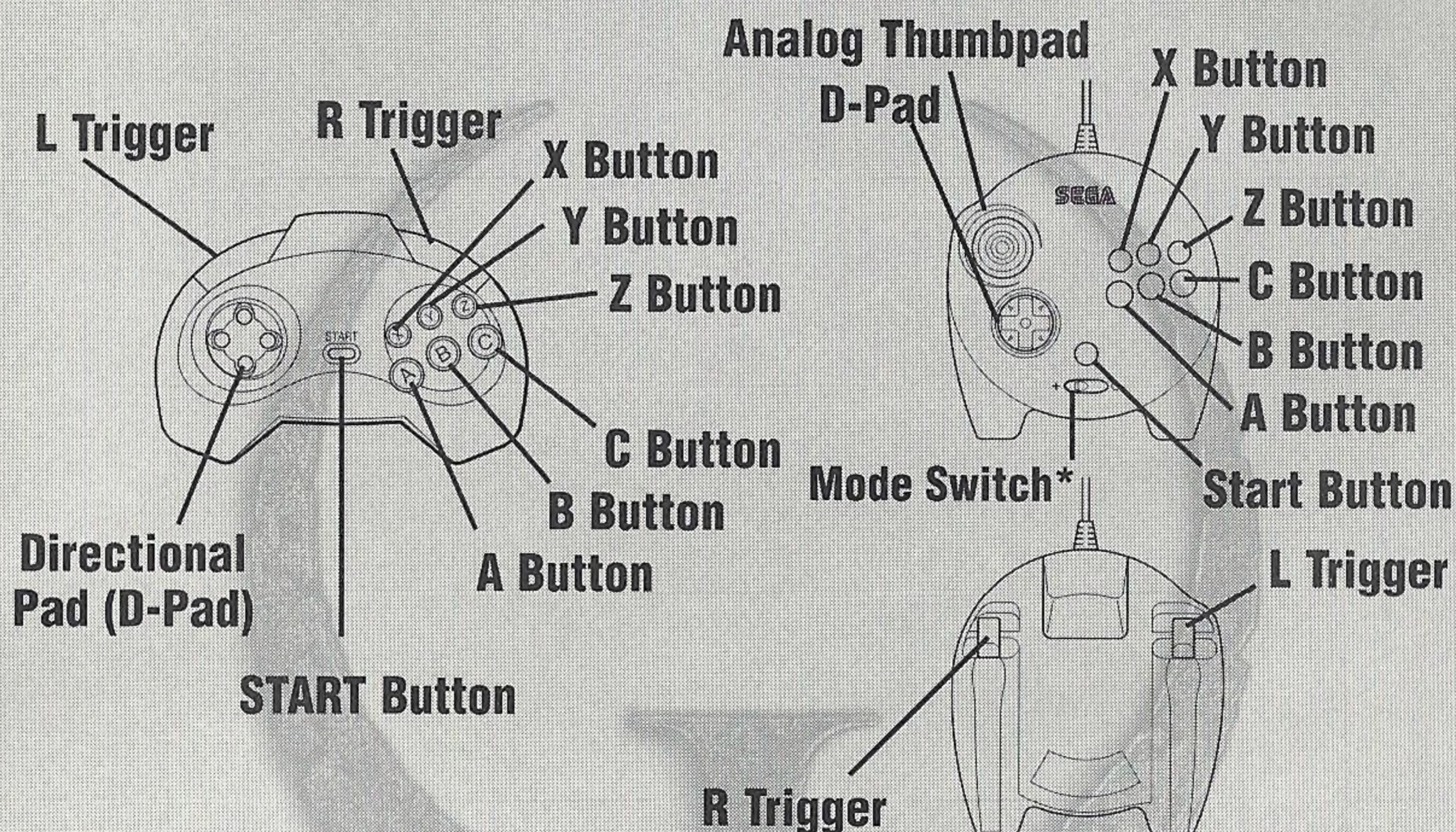
Good luck, soldier. Come back a hero or don't come back at all!

—HQ



# CONTROLS

This manual refers to the following directions:



\* Mode switch for 3D controller: “+” uses digital D-Pad, “o” uses analog thumbpad.

**START**

**Pause**

**D-PAD/ANALOG THUMBPAD**

Move in any direction/Aim weapon:  
Turn LEFT, Turn RIGHT, FORWARD, BACKWARD

**A BUTTON**

Fire weapon

**B BUTTON**

Jump/Swim upward when in water

**C BUTTON**

Select on Menus

**X BUTTON**

Look UP/DOWN (Hold the X Button and press  
D-Pad UP/DOWN). Press the X Button again to  
re-center your view

**Y OR Z BUTTON**

Cycle through weapons

**L TRIGGER**

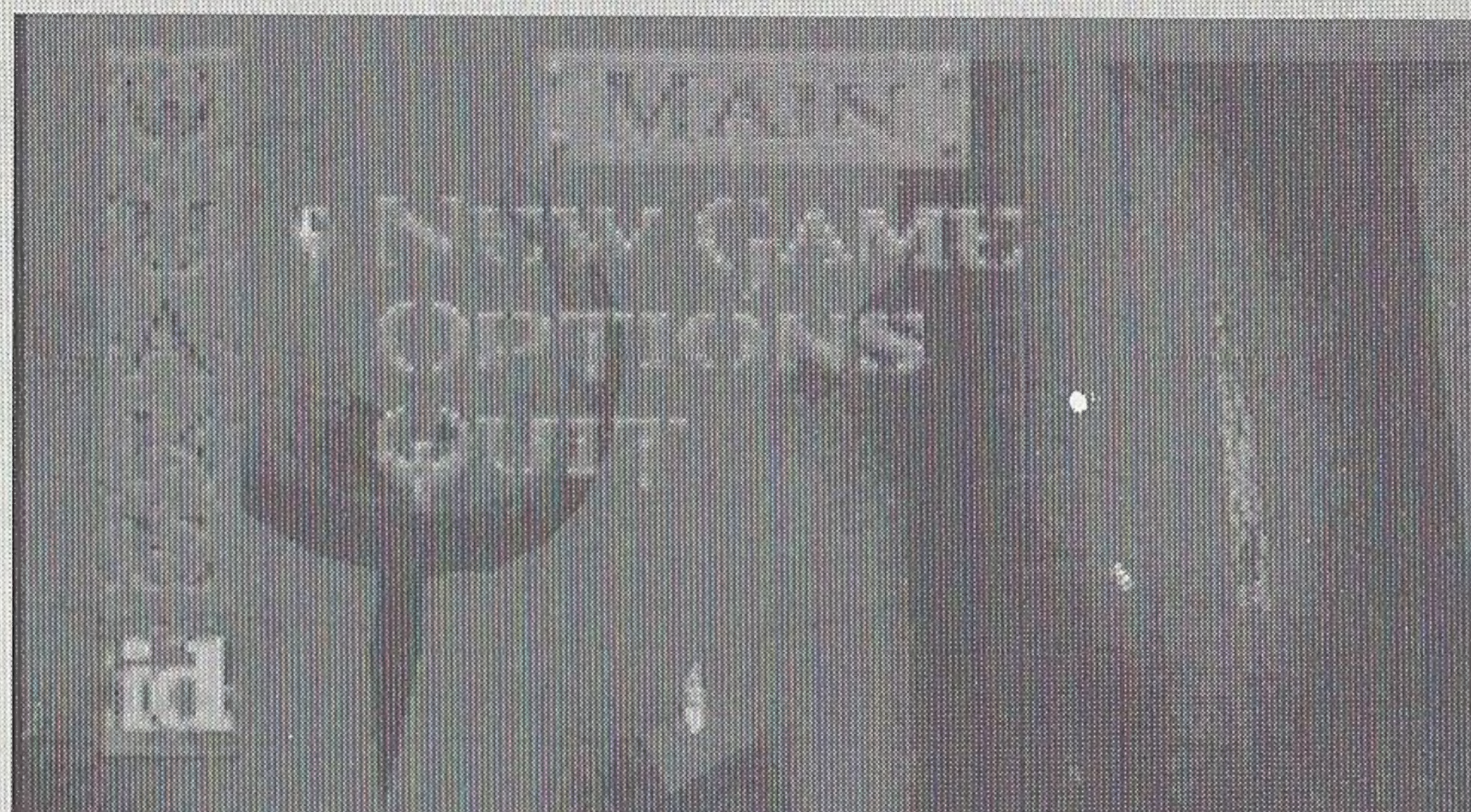
Strafe LEFT

**R TRIGGER**

Strafe RIGHT



# MAIN GAME MENU



To make a selection, press the D-Pad UP or DOWN to choose an option and press the C Button to enter your selection.

The following selections appear on the Main Game Menu:

## **NEW GAME**

Begin a new game.

## **LOAD**

You can resume play on a previously saved game. When loading a saved game, choose the game you wish to continue and press the C Button.

## **SAVE**

This option only appears between levels. Select any slot, then press the C Button to save your game.

## **OPTIONS**

Configure the game settings to your preferences.

# OPTIONS

To operate the Options menu, press the D-Pad UP or DOWN to highlight an option. Press the D-Pad LEFT or RIGHT to adjust slider settings to your preferences, and press the C Button to toggle other options.

## **CUSTOMIZE CONTROLS**

Customize the control settings to your own configurations — reassign button functions and/or use the “Quake” default.

## **RESET TO DEFAULTS**

Reset your customized control settings to the original default settings.

## **MUSIC VOLUME**

Raise or lower the music volume.

## **SOUND VOLUME**

Raise or lower the sound volume

## **STEREO SWITCH**

Change between stereo and mono sound output.

## **AMMO BAR**

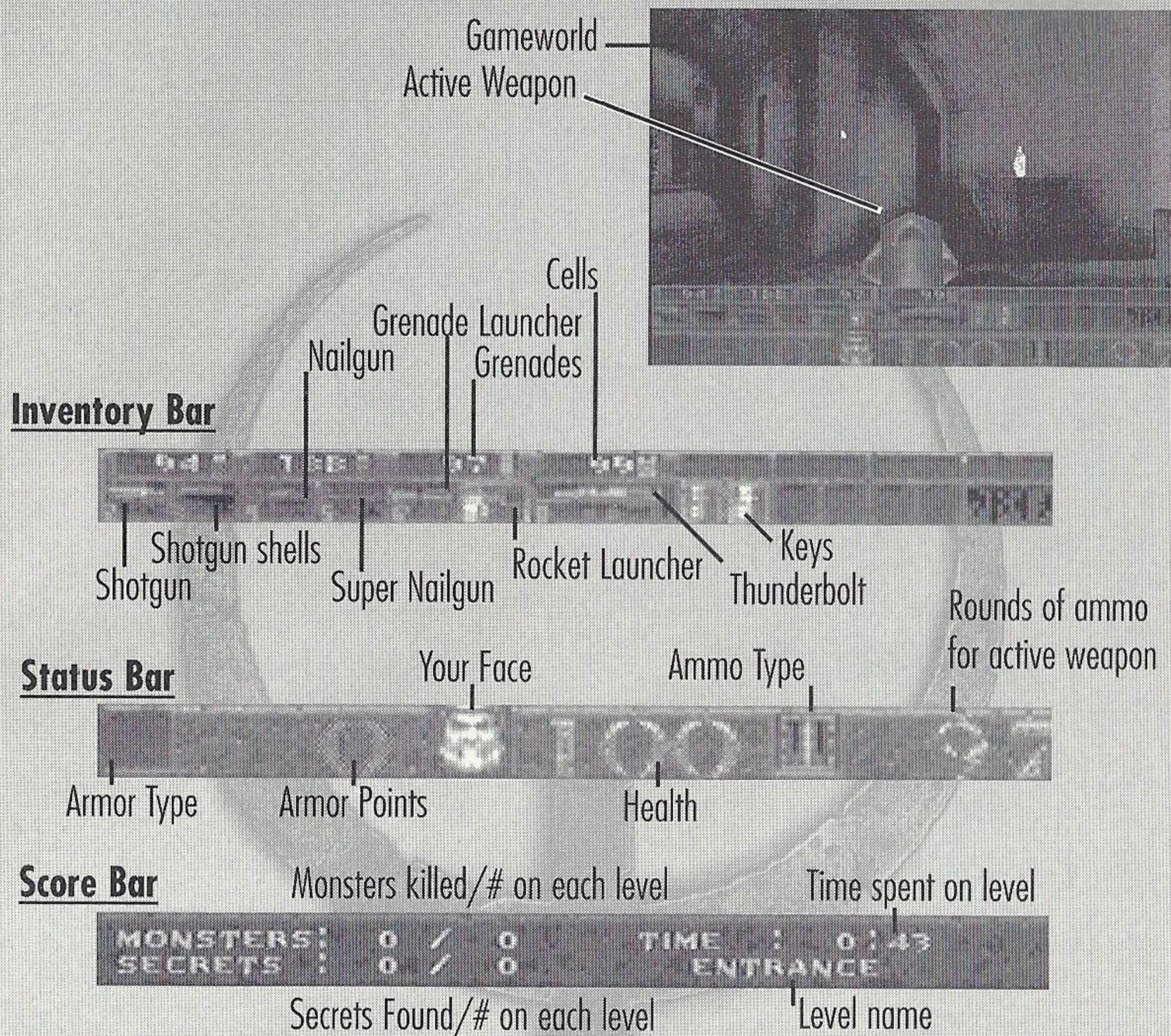
Turn the Ammo Bar on or off.

## **LOOKSPRING**

Automatically recenter your view when you release the X Button.



# MAIN GAME SCREEN



The following items appear on the Main Game Screen.

## INVENTORY BAR

Displays weapons collected, and any active Powerups and Runes collected.

The weapon you are using will be highlighted.

## STATUS BAR

Displays your current armor rating, and ammo remaining in your current weapon. Health and armor turn red when they are extremely low.

## SCORE BAR

Press the START Button to replace the Status Bar with the Score Bar. This lists the number of monsters you've killed, along with the secrets you've found, and the time you've spent in the level, along with the level name. The Score summary screen is displayed at the end of each level.



# MESSAGES FROM ABOVE

From time to time you will receive messages at the top of the screen. These usually let you know what you've picked up, or that you've died in an interesting fashion. Certain messages appear right in the middle of your view. These are always important, so do not ignore them.

## ENDING A MISSION

Once you've completed a Mission, you'll find a slipgate or a distinctive archway leading to the next Mission. Step on the slipgate or pass through the arch to go to the next Mission.

You start the new Mission with the same hit points, armor, weapons, and ammo you had at the end of the previous one. If you had over 100 hit points, you start the new Mission at 100. If any Powerups were active at the end of the previous Mission, sadly, they will no longer be in effect. Use it or lose it!

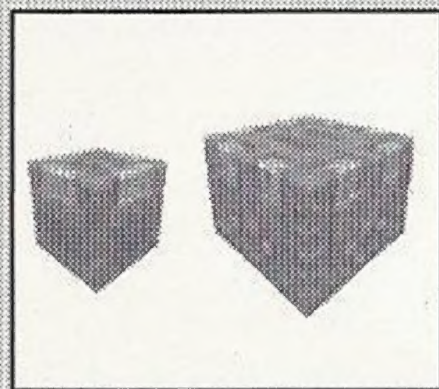
## ENDING AN EPISODE

Once you've finished all the levels in a particular Episode, you will return to the starting hall. You will begin a new Episode as stripped as you began — just your wits, your shotgun and your trusty axe.



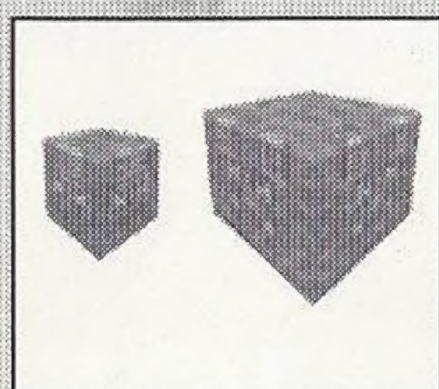
# WEAPON POWERUPS (AMMO)

There are four types of ammo for you to replenish your weapons with. These ammo containers come in two sizes: small and large. The large packs hold twice as many refills as the smaller ones.



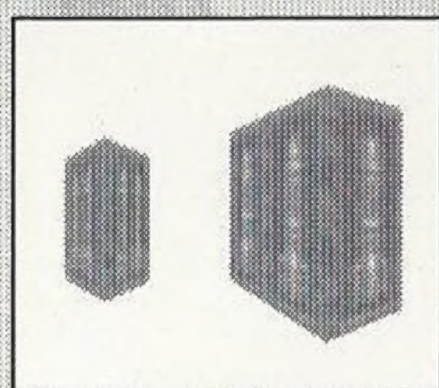
## SHELLS

Feeds Shotguns and Double-Barreled Shotguns. Small box holds 20 rounds; large holds 40.



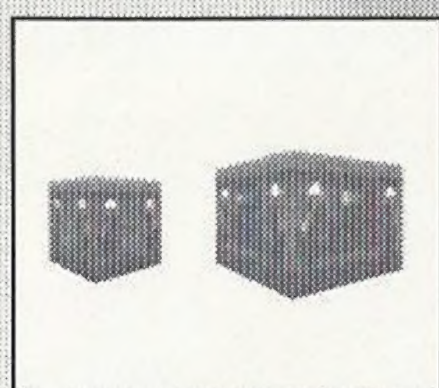
## NAILS

Replenishes Nailguns and Super Nailguns. Small box holds 25; large box holds 50.



## ROCKETS

For Grenade Launchers and Rocket Launchers. Small crate holds 5; large crate holds 10



## CELLS

Primary food for your Thunderbolt. A small battery pack holds 6 charges, each lasting just over a second; a large pack holds 12 charges.

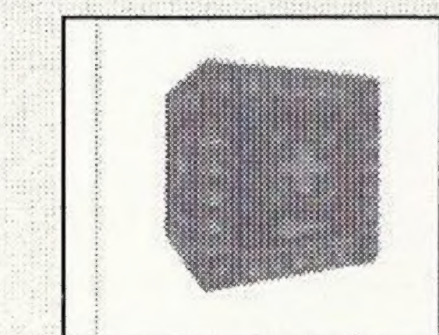
# ESSENTIALS

In addition to the weapons, monsters, and overall terror Quake delivers, you will also find an assortment of items to collect and use along your carnage quest. Following is a list of the stuff you gotta grab.



## ARMOR

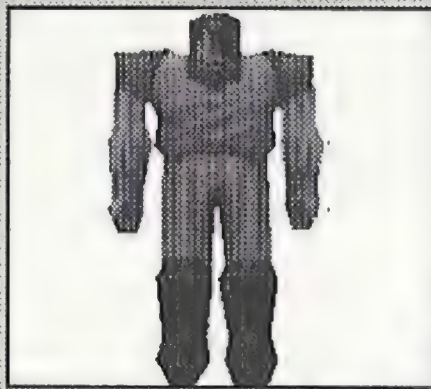
Provides you with temporary protection at various levels: 100 green, 150 yellow, and 200 red, from weakest to highest.



## MEGAHEALTH

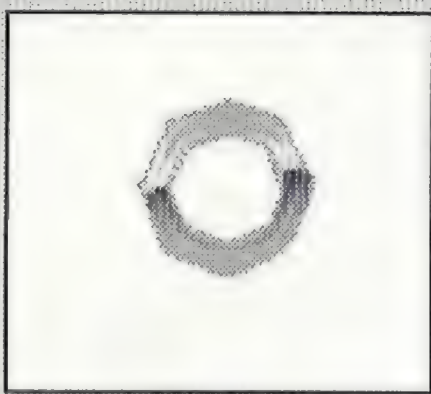
Ideal for those big battles, Megahealths hold 100 points per dose, but deplete at one point per second if your health goes over 100. Save these for those large, gaping, ear-to-ear gashes.





#### BIOSUIT

Put this on and swim through toxic slime baths without worry. It also provides an air supply for extended underwater swimming expeditions.



#### RING OF SHADOWS

Turns you invisible, except for your eyes. Use only in times of dire need. Sneaky, huh?



#### PENTAGRAM OF PROTECTION

A double-dose of good old-fashioned invincibility. Enjoy the glow while it lasts.



#### QUAD DAMAGE

Deliver four times the pain. Makes short work of most enemies. Nailgun compatible!

- When Quad Damage is activated, use the Grenade or Rocket Launcher with care — their bursts are four times as deadly to you, as well as your enemies.

## WEAPONS

Out here, firepower is everything. Wits ain't nothing compared to a rocket or thunderbolt! Acquire at all costs and remember, don't wait for the reds of their eyes! And now, for an explanation on all your Means O' Mass Destruction:

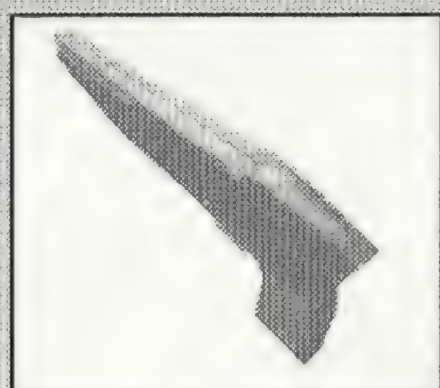
#### AXE

One of your default weapons, the axe comes in very handy in close-contact carnage situations. Otherwise, bring a Double-barreled Shotgun.

#### SHOTGUN

Your basic gun. More effective — and less messy — than the axe. Use until you find something better.





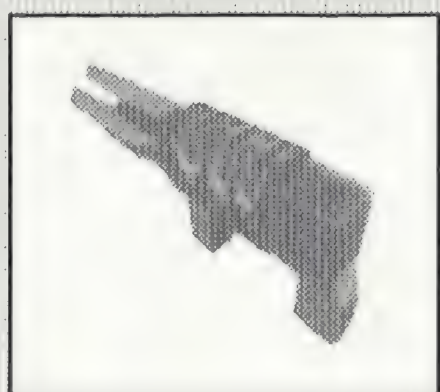
### DOUBLE-BARRELED SHOTGUN

It's your weapon of choice for general patrolling purposes. Although a slow and short-range piece, this baby can blow a five-inch hole into any Grunt or Enforcer.



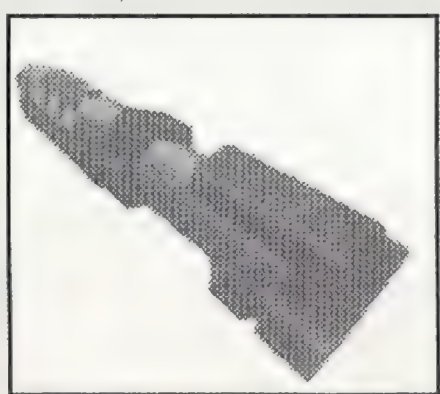
### NAILGUN

How do you stop a Rottweiler from barking, or keep a Death Knight in constant pain while searching for a more appropriate weapon? A few well-placed galvanized nine-inchers, that's how. This evil device gulps ammo at an alarming pace, but is the perfect masochistic weapon.



### SUPER NAILGUN

The Great Equalizer. What more can we say except this puppy performs even better than its name sounds. Pick one up and see what happens.



### GRENADE LAUNCHER

There's a trick to using this one. Basically, launch and get away. Works best when used to drop time-delayed explosives onto platforms below or around corners.

Particularly useful against Ogres.



### ROCKET LAUNCHER

When a Grenade absolutely, positively has to be there on time! This bad boy tacks a propellant onto the back of the explosive charge, resulting in a straight-shooting instrument of instant death.



### THUNDERBOLT

How devastating? Even the Shambler isn't immune to the awesome electrical burst of the Thunderbolt. You'll usually find this guy in later episodes, just in time for those immensely critical situations. Ideal for blasting every monster in the game into the afterlife!

**Warning:** If you shoot the Thunderbolt underwater, it will discharge all its cells in every direction in a single gigantic Ka-Zap with you at the center. You've been warned.

**Switching Between Weapons:** If you are firing a weapon and run out of ammo, Quake automatically switches you to another weapon. However, it will never automatically switch to the Grenade Launcher or Rocket Launcher for your own protection.



# QUAKE FOES

Quake baddies are notorious for their voracious battle appetites and grizzly methods of mayhem. But if you're good, you'll be able to pick up some pretty bodacious weaponry to handle these demons. Following is a brief bio on each Quake critter.



## GRUNT

These customized serial killers are programmed to destroy. After having probes inserted into their pleasure centers, these dudes are wired up so that when they kill someone, they get a paroxysm of ecstasy. Just watch what happens when you waste one. Your standard shotgun will do.



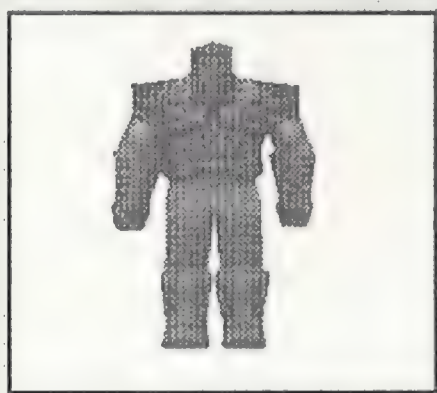
## ROTTWEILER

Not your backyard garden variety by any means, these pups are trained to maul all who enter their domain. And they won't play dead for anyone.



## OGRE

There's only one thing worse than an 8-foot tall cannibal monster — an 8-foot tall cannibal monster with a chainsaw in one hand and a sack full of Grenades in the other. While it's quite enjoyable to unleash your Nailgun on this guy, you may want to have your Thunderbolt handy to ease the process.



## ENFORCER

Good news: when this beast dies he leaves behind five cells (ideal if you happen to be toting your Thunderbolt at the time). Bad news—he fires lasers, many times from above. To remedy, place your double-barrel in his face and blast away.



## KNIGHT

A royal pain to be sure, these metal heads like to hack in packs. Yet against the capable marksman, they fall to the wrath of the Double-Barreled Shotgun.





### SCRAG

Scrags are noticeable by their bloated larva-like appearance. Not only are they terribly ugly, they also hover, making them painfully difficult to waste. Strafe like mad. Apply nails where needed. And never, ever, find yourself in the middle of a Scrag party. Carry a big stick, if you know what we mean.



### FIEND

These organic buzz saws are extremely quick and agile. Best to keep at a distance while applying defensive tactics. Don't hang around for too long. Shoot, then get the hell away.



### DEATH KNIGHT

If you're not extremely careful, this particular brand of canned meat will open you up first. His blade whittles hero wannabes down right quick — and emits a blistering rain of deadly energy bolts. Fire from a distance!



### ZOMBIE

Theoretically, you can't kill the dead. You can, to your delight, blast the maggots out of these rotting rejects. We recommend a Grenade or Rocket Launcher to keep them down.



### VORE

Meet one of Quake's most able foes. Spider-like and squealing, Vores fire spiked balls that slice and dice better than a popular 1980's kitchen appliance. Best to battle from a distance as this arachnid's sting is lethal.





### SHAMBLER

To the Shambler, you are nothing more than a cat toy. Good luck.



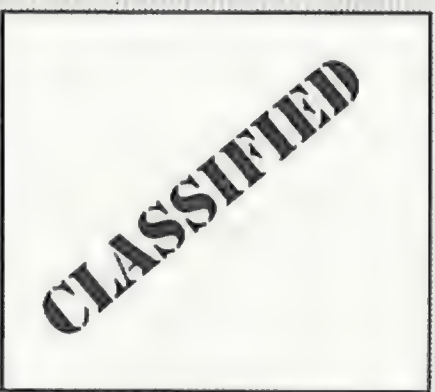
### SPAWN

For lack of a better definition, these blobs are Quake's own Bouncing Betties. They try to bludgeon you and detonate when destroyed. Bring your Rocket Launcher!



### ROTFISH

Part fish, part Rottweiler, these nasty gilled goons can be found in the azure-blue muck. Alone they are mere pests. Yet when in schools, Rotfish can devour fresh meat in a matter of seconds. Let them come to you. Then it's as easy as shooting fish in a barrel.



### CHTHON

A guardian of Shub-Niggurath, Chthon lives in a pool of lava. Immune to death via normal attack, this creepy dude can only be destroyed by the giant electrodes you must somehow activate. Hopefully you can take care of this guy faster than it takes to pronounce his name.



### SHUB-NIGGURATH

With a name like that, need we say more? Yes. She is your last shot at survival. Defeat her — and all her minions that have come to protect their queen — and life is good. Fail to erase her existence and it's game over, pal. Seek the teleporter for .....

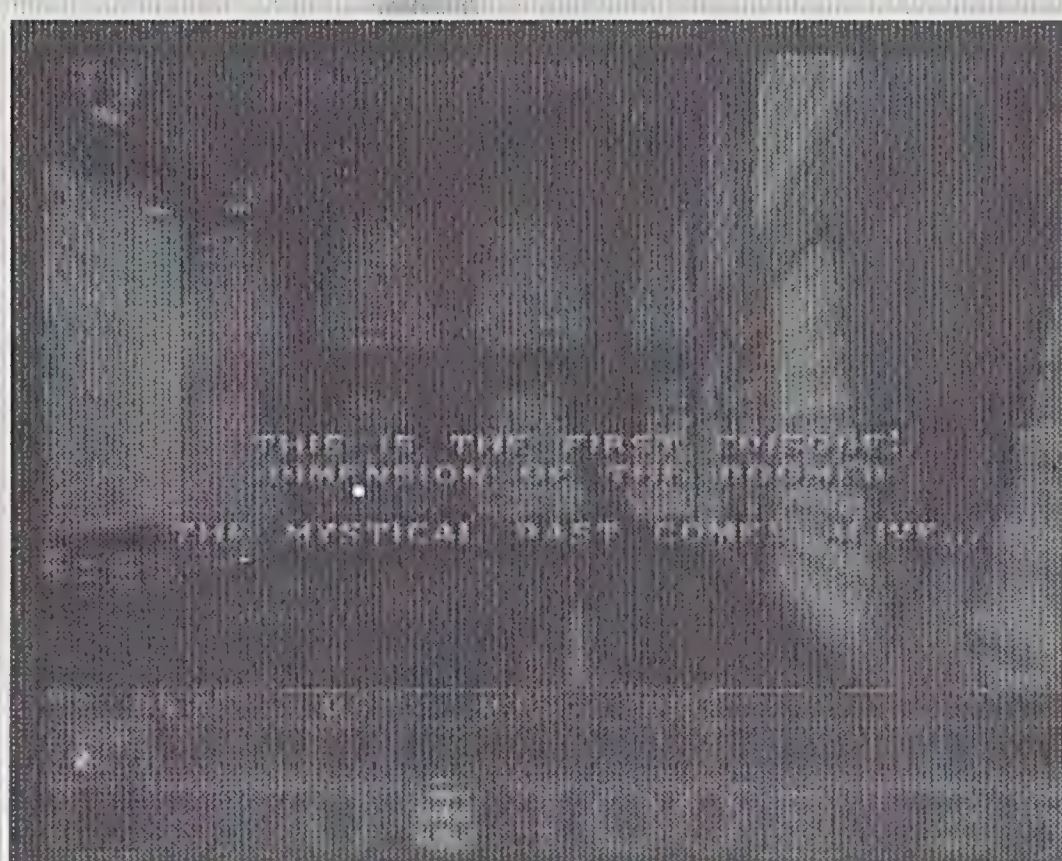


# QUAKE LEVELS

## EPISODE 1: DIMENSION OF THE DOOMED

Here you will learn to appreciate the smell of seared Ogre flesh and the sweet aroma of grenade powder. Plenty of uglies to microwave while practicing how to jump, swim in your Biosuit, and kill for powerups. Enjoy your introduction as you waste your way through seven Missions, each guaranteed to properly acquaint you with the Reset Button.

Each episode also has a secret hidden level. See if you can find them, soldier. Dismissed.



Mission 1: Slipgate Complex

Mission 2: Castle of the Damned

Mission 3: The Necropolis

Mission 4: The Grisly Grotto

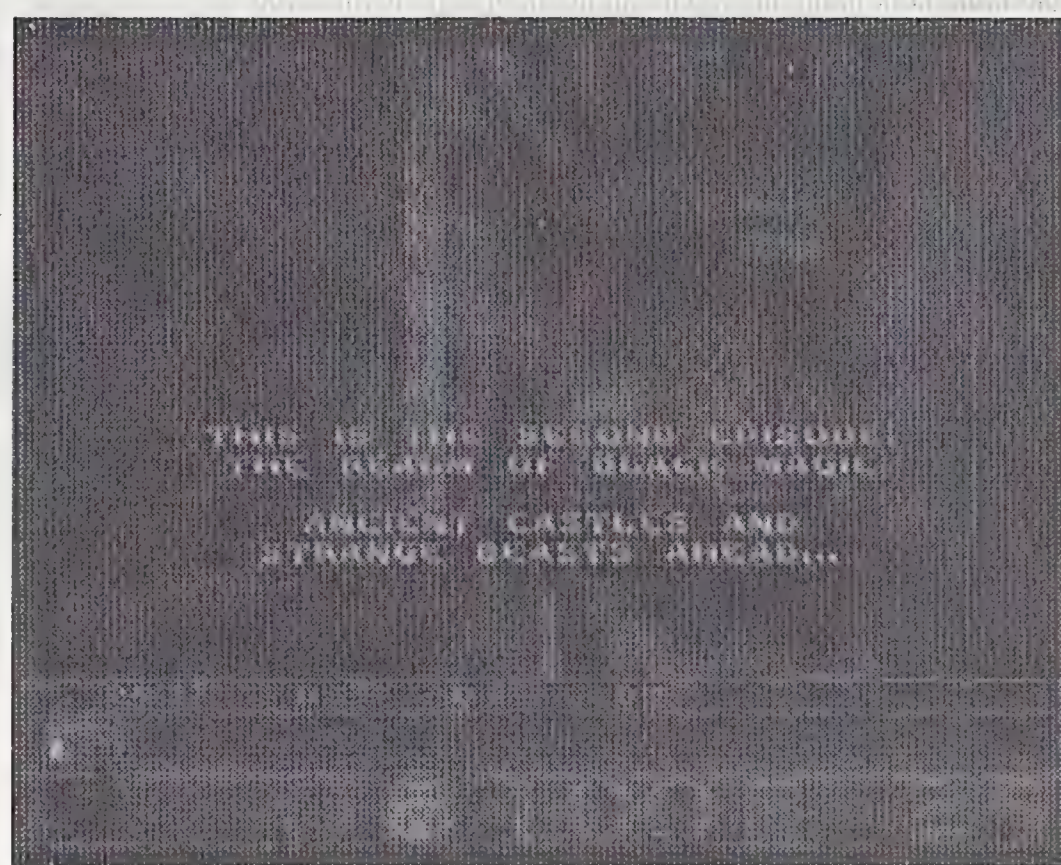
Mission 5: Gloom Keep

Mission 6: The Door to Chthon

Mission 7: The House of Chthon

## EPISODE 2: REALM OF BLACK MAGIC

Prepare to work some of your own magic out here as the Quake mercenaries are in abundance. Torch your way through six spine-severing Missions, including the Ogre Citadel, the Crypt of Decay and the Wizard's Manse. Make use of your rare powerups in this one, and keep an eye out for plenty of Scrags, Death Knights, and ultimately, the Shambler (don't worry, make it this far and we'll throw in a Thunderbolt to help you out).



Mission 1: The Installation

Mission 2: Ogre Citadel

Mission 3: Crypt of Decay

Mission 4: The Ebon Fortress

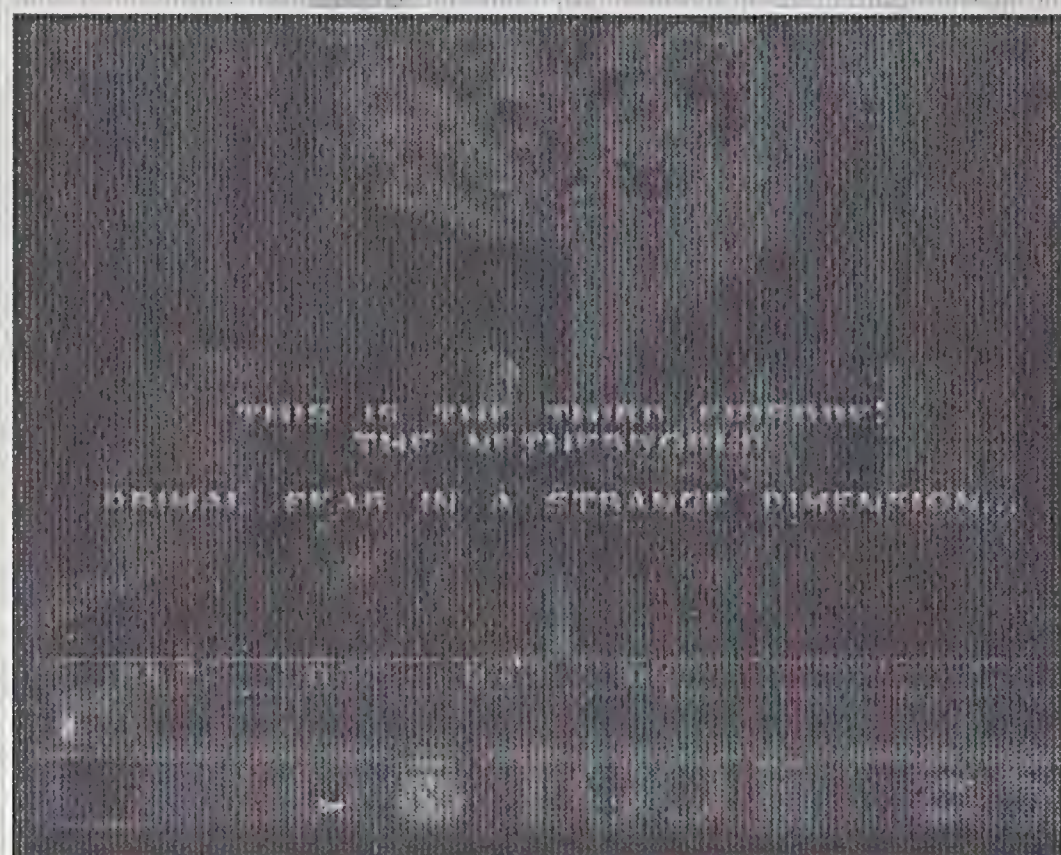
Mission 5: The Wizard's Manse

Mission 6: The Dismal Oubliette



## EPISODE 3: THE NETHERWORLD

No more endless hallways or multiple routes to buy you some time. In the Netherworld, it's make or break time! Prepare for more speed and more entrails-evacuating combat as you must survive six Missions including The Tomb of Terror and Chambers of Torment. You'll find plenty of Zombies, Ogres and Shamblers to keep your itchy trigger finger happy. Bring your Thunderbolt!



Mission 1: Termination Central

Mission 2: Vaults of Zin

Mission 3: The Tomb of Terror

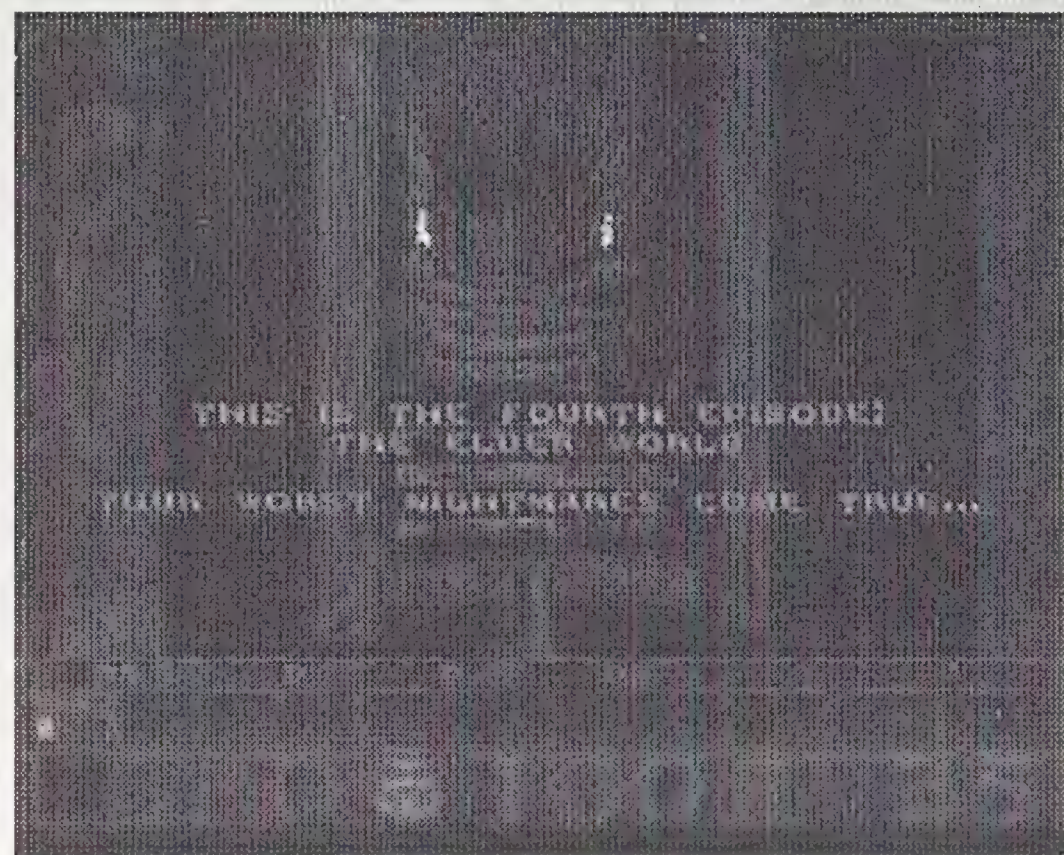
Mission 4: Satan's Dark Delight

Mission 5: The Wind Tunnels

Mission 6: Chambers of Torment

## EPISODE 4: THE ELDER WORLD

If you're into endless puzzles and more mutant waste than you can shake an axe at, welcome to paradise. Or Hell, as the case may be. But beware, your last hurrah is laden with nothing but pain and agony. Zombies, Shamblers and Secret Areas await. Plus, manage to get your bloody hands on the Rune Key, and you'll finally get to meet Shub-Niggurath. Just don't get ahead of yourself — The Sewage System, The Tower of Despair and Hell's Atrium are on your tour of duty. Not to mention four other nerve-snapping Missions. Gee, you managed to make it this far...sure would be a shame to lose it all here, huh?



Mission 1: The Sewage System

Mission 2: The Tower of Despair

Mission 3: The Elder God Shrine

Mission 4: The Palace of Hate

Mission 5: Hell's Atrium

Mission 6: The Pain Maze

Mission 7: Azure Agony

Mission 8: The Final Showdown



# C R E D I T S

## **Sega of America**

### **Senior Producer:**

Stephen "Sgt. Roc" Hutchins

### **Associate Producer:**

Michael S. Jablonn

### **Product Manager:**

Andrew Stein

### **Product Specialist:**

Mark Subotnick

### **Lead Testers:**

Sean Doidge, Michael McCollum

### **Assistant Lead Tester:**

Ferdinand Villar

### **Packaging:**

Bob Schonfisch, Scott Allen

### **Manual:**

Curtis Clarkson and Verdoni Multi Media

### **SOA Test Department:**

Robert Amirkhan, Nic Azizian, Mike Callahan, The Derminator, Arnold Feener, Rick Greer, Aaron Hommes, Jeff Junio, Jean-Claude Lefebvre, Marcus Montgomery, Abe Navarro.

### **Dank & Scuz**

Original concept & execution by:

Michael Houston

Sega-ized by

Ben "Biffo" Fisher, David Locke, Greg "Sparky" Winslow

Voices

Dank: J.S.Gilbert

Scuz: Matt Mark

Misc: David Locke

Production: Fat Box

### **Original Music**

Trent Reznor

### **Additional Music**

"B7" by SONIC MAYHEM

Producer: Sascha "Buzzfink" Dickiyan

Co\Producer: David Valencia

"Method of Destruction" CD available from

<http://www.sonicmayhem.com>

### **Special Thanks**

John Carmack, Barrett Alexander, Todd Hollenshead, and all from id who made this project possible. Chris "Applejack" Coffin for the wisdom, Geraldine Dessimoz, Marcelyn Ditter, Lydia Gable, Paul Lange of Lobotomy, Mark Lindstrom, Jaqui Lyons, Mike Markey,

Anne Moellering, Judie Nybo, Heather Ravenberg, Eileen Sacman, Undyne Stafford, Dan Stevens, Bernard Stolar, Shuji Utsumi, the Cave server, Ritual, Blue's News, the world-famous SEEDY Crew and gib-fans everywhere.

## **Lobotomy Credits List**

### **Executive Producers:**

Paul Lange, Brian McNeely

### **Project Manager:**

Mark Coates

### **Game Re-Design:**

Mark Coates, Paul Knutzen

### **Level Design:**

Paul Knutzen

### **Programming Lead:**

Paul Haugerud

### **Programming Team:**

Paul Haugerud, Paul Schreiber, Ezra Dreisbach

### **2D/3D Artists:**

Kevin Chung, Eric Klokstad

### **3D Engine:**

Ezra Dreisbach

### **Sound Effects Editing:**

Scott Branston

### **Development Tools:**

David Lawson (BREW), Paul Schreiber (PeepShow), John Yuill (YuillSoftener)

### **Quality Assurance:**

Tom Kristensen

### **Additional Programming:**

Patrick Schreiber, John Yuill

### **Additional Art:**

John Van Deusen

### **Additional Level Re-Design:**

Eric Klokstad, Mark Coates, Kevin Chung, Scott Branston

### **3D Graphic/Animation Consultants:**

Puddletown Graphics

### **Special Thanks To:**

Marijacq Micro Ltd.

Mark Maslowicz

Dan Jevons

Manny Granillo

Richard Leadbetter

Lloyd 'Big Mac'

Kinoshita

Randy Reeves

Eric Wilson



# C R E D I T S

## Quake originally created by

**Programming:** John Carmack, Michael Abrash, John Cash.

**Design:** John Romero, Sandy Petersen, American McGee, Tim Willits.

**Art:** Adrian Carmack, Kevin Cloud.

**Biz:** Jay Wibur, Mike Wilson, Donna Jackson.

**Projects & Support:** Shawn Green, Barrett Alexander.

## SPECIAL THANKS TO

Trent Reznor and Nine Inch Nails for Sound Effects and Music.

Dave Taylor for Original Sound Code and Unix Ports.

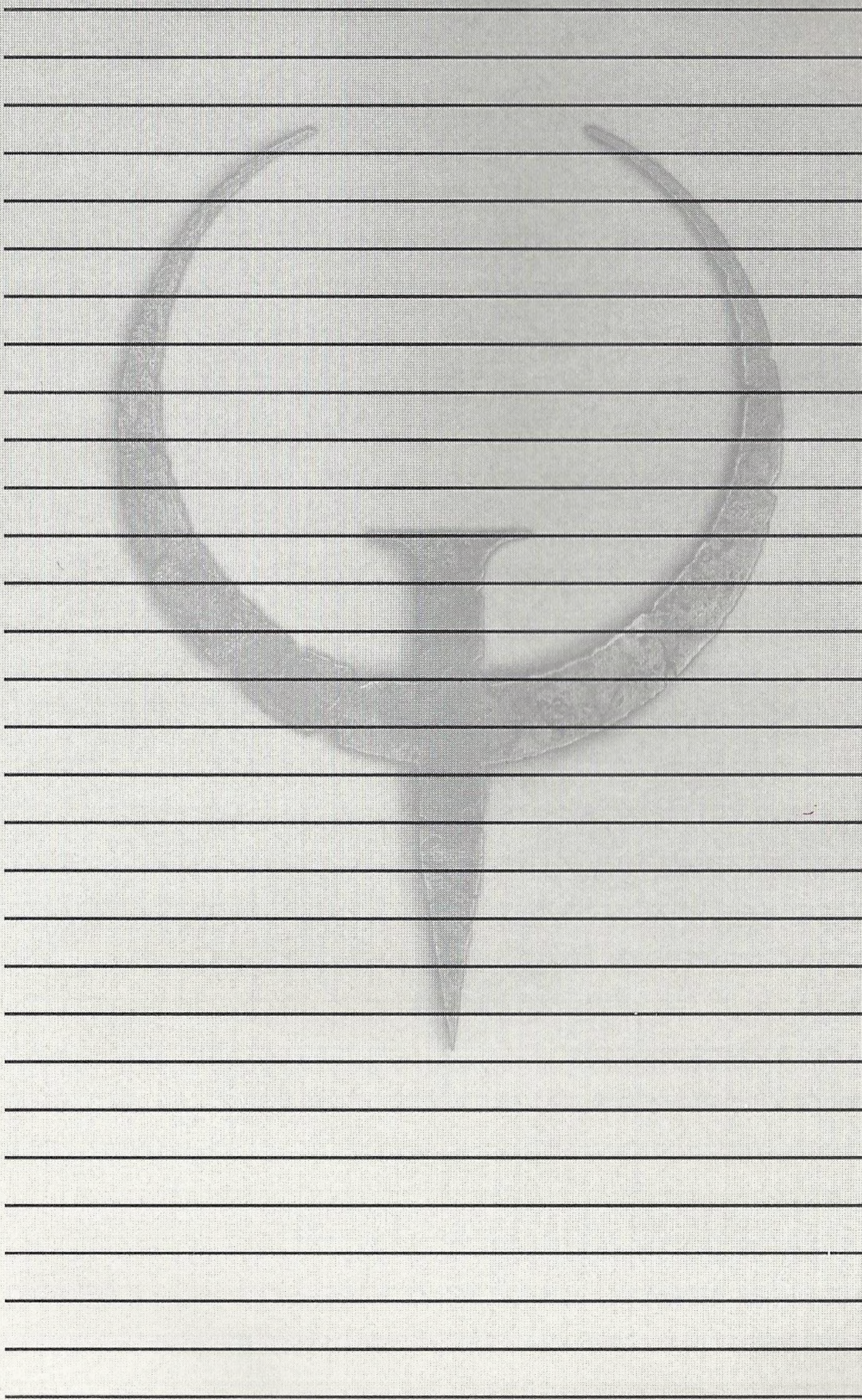


## NOTES

A faint, large, stylized watermark of a bird, possibly a phoenix or crane, is visible in the background of the page. The bird is depicted in a circular, symmetrical pose, with its wings spread wide and its tail feathers forming a large, circular shape. The watermark is rendered in a light gray or off-white color, blending subtly with the background.

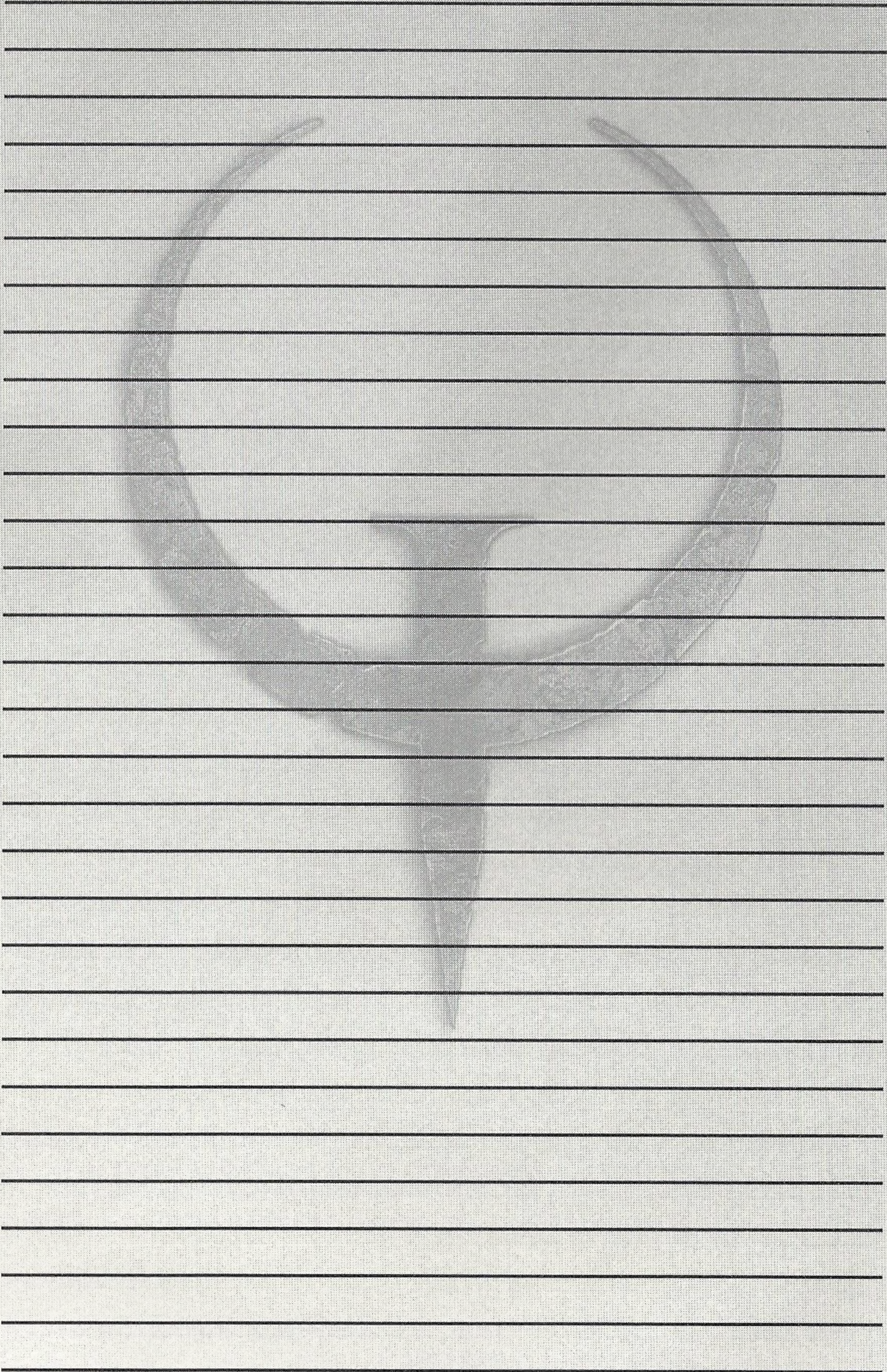


## NOTES





## NOTES





## LIMITED WARRANTY

Sega of America Inc., warrants to the original consumer purchaser that the Sega Saturn CD-ROM shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, Sega will repair or replace the defective CD-ROM or component part, at its option, free of charge. This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, improper handling, modification, tampering or any other causes not related to defective material or workmanship.

### WARRANTY REPAIRS

IF YOUR SEGA SATURN COMPACT DISC IS DEFECTIVE OR HAS BEEN DAMAGED, DO NOT RETURN IT TO YOUR RETAIL SELLER. Sega of America cannot offer credit or exchanges for merchandise purchased through your retail store.

To receive U.S. warranty service, call the Sega Consumer Service Department at:

**1-800-USA-SEGA**

To receive Canadian warranty service, call the Sega Canadian Consumer Service Department at:

**1-800-872-7342**

Please contact the Sega Consumer Service Department for information. If the Sega technician is unable to solve the problem by phone, he or she will provide you with instructions on returning your defective disc to Sega. The cost of returning the disc to Sega's Service Center shall be paid by the purchaser.

### OUR OF WARRANTY REPAIRS AND REPAIRS AFTER EXPIRATION OF WARRANTY

After termination of the 90-day limited warranty period, you may contact the Sega Consumer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he or she will advise you of the estimated cost of replacement. If you elect to have your CD-ROM replaced, send a check or money order payable to Sega of America Inc., for the amount of the cost of the product provided to you by the technician.

### LIMITATIONS ON WARRANTY

Any applicable implied warranties, including warranties of merchant-ability and fitness for a particular purpose, are hereby limited to 90 days from the date of purchase and are subject to the conditions set forth herein. In no event shall Sega of America Inc., be liable for consequential or incidental damages resulting from the breach of any express or implied warranties. The provisions of this limited warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts, or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you. This warranty provided you with specific legal rights. You may have other rights which vary from state to state.

For service needs, call Sega at:

**1-800-USA-SEGA**

For French instructions, please call

Instructions en français, téléphoner au: **1-800-872-7342**

## ESRB RATING

This product has been rated by the Entertainment Software Rating board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at **1-800-771-3772**.



*"Sega is committed to helping prepare the next generation for the world they will create. Since 1992, the Sega Foundation has invested more than \$7.7 million to ensure access to quality education and health for American youth."*



